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INSTRUCTION, BOOKLET

ACTIVISION.

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.





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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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STARTING THE GAME

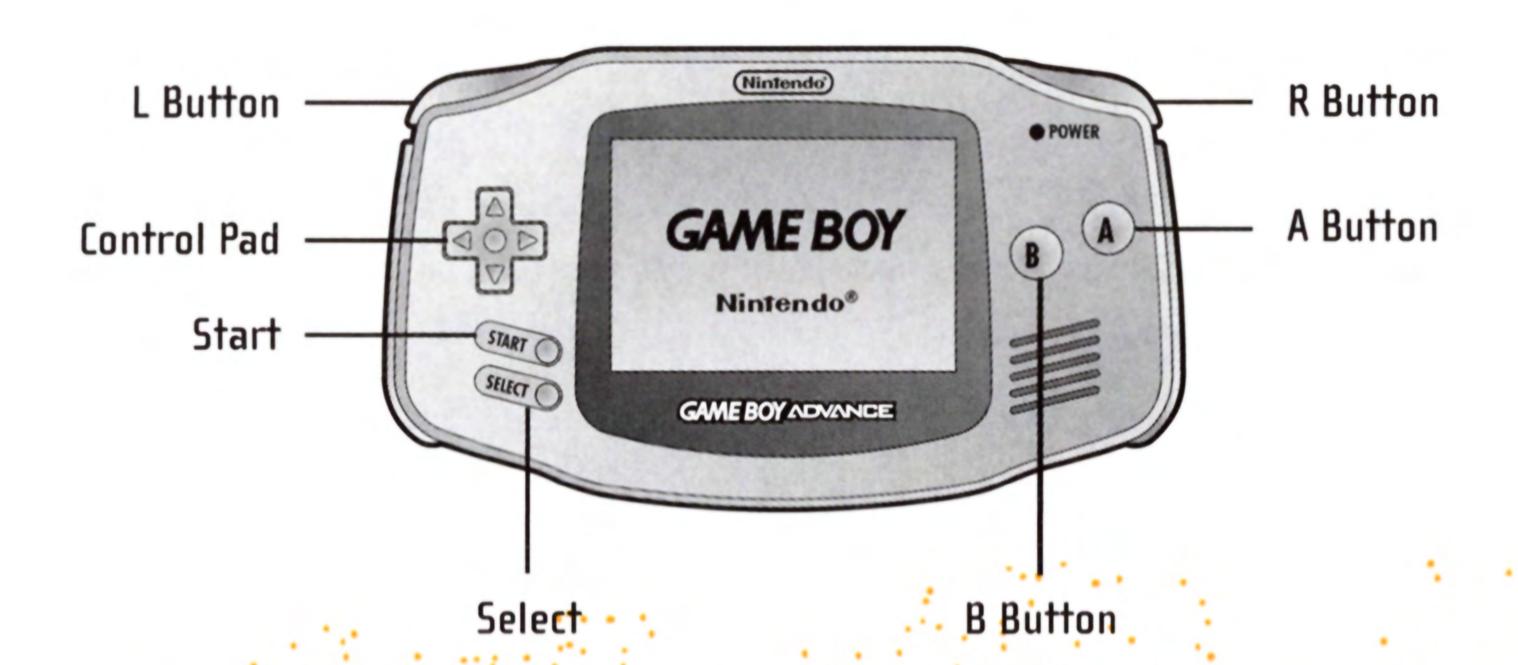
- Turn the POWER switch OFF.
- Insert the *Tony Hawk's Underground* Game Pak into the Game Boy* Advance slot as described in your Nintendo Game Boy* Advance instruction manual.
- Turn the POWER switch ON.

Note: The Tony Hawk's Underground Game Pak is for Game Boy® Advance only.

GAME BOY® ADVANCE CONTROLS

All of the following instructions refer to the default control scheme. To change default settings, see page 14.

See Trick Controls on page 7 for more controller information.



THUG" WEBLOG

Sunday, Age 14 • Skateboard!

Ever since I first played Tony Hawk's Pro Skater, I've always wanted to learn how to skate and to do tricks. I finally have a skateboard of my own! All I need to do is practice and get my skills up so that one day I can meet some of my idols and maybe even Tony Hawk himself.

If you want to learn to skate, you've come to the right place. THUG™ surrounds you with the professional skaters who invented some of the best tricks. Skate as one of them in Arcade or Free Skate Mode to get a feel for professional skating. Feel the rush of busting nearly impossible combos like they do every day.

Skate as yourself in Story Mode to build up your skills from scratch. Start off as a kid with a brand new skateboard and very few tricks in your arsenal. If you can keep learning new tricks and busting more combos, you'll eventually break into the pro circuit and show off your style in competition.

TRICK CONTROLS

Revert	Hit the R Button when landing to "revert" from a vert air combo back to a ground combo without landing the trick.
Grind	To grind, hold down the A Button when in the air near a rail, edge or lip. Use \leftarrow and \rightarrow on the Control Pad to balance.
Wallride	To wallride, hold down the A Button when in the air near a wall, sign, building, etc.
Ollie	To ollie, hold down the B Button to crouch, release it to jump: the longer the crouch, the higher the ollie. Crouching also makes you move faster.
Flip Tricks	To do flip tricks, tap the L Button plus a direction on the Control Pad when in the air.
Nollie	To move into the nollie position, tap the L Button when on the ground.

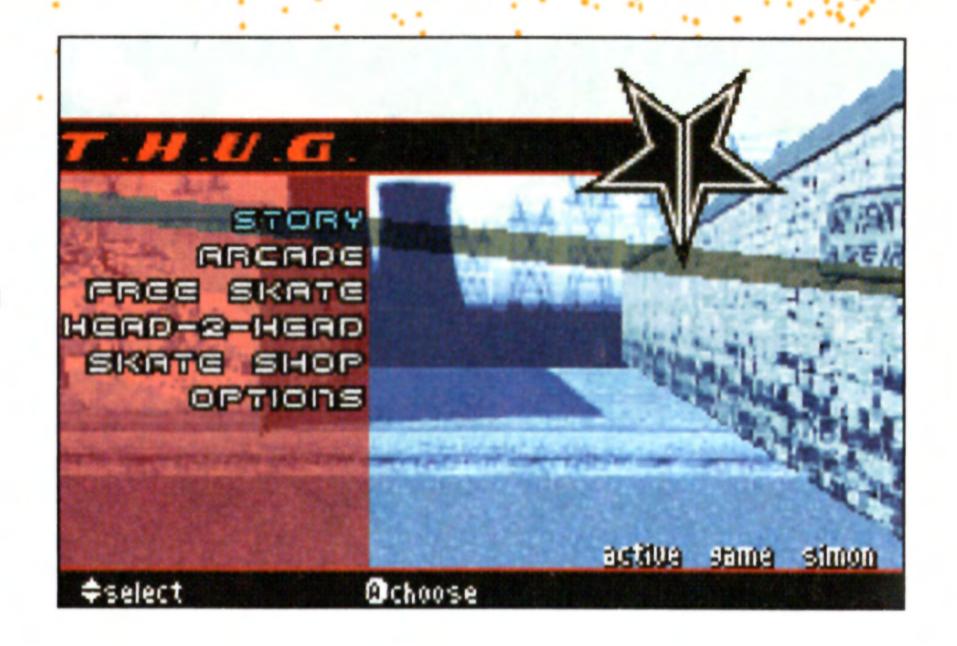
Grab Tricks	To do grab tricks, tap the R Button plus a direction on the Control Pad when in the air. To earn more points, simply hold onto the grab for a longer period of time while in the air.
Switch Toggle	To change from normal stance to switch stance, tap the ${f R}$ Button when on the ground.
Manual	To manual, tap $\sqrt{\ }$ or $\sqrt{\ }$ on the Control Pad while on the ground or when landing after a revert. Use $\sqrt{\ }$ and $\sqrt{\ }$ on the Control Pad to balance.
Lip Tricks	To do lip tricks, skate straight up to a lip and tap the A Button plus a direction on the Control Pad. Use \uparrow and \downarrow on the Control Pad to balance.
Boneless and No Comply	To boneless, tap $\uparrow \uparrow$ on the Control Pad while crouching and release the B Button. To no comply, tap \uparrow on the Control Pad while crouching and release the B Button. These moves allow higher jumps.

Quick 180°s	To quickly turn 180° while in the air, double-tap \leftarrow or \rightarrow on the Control Pad.
Running	You can get off your skateboard by pressing ↓ on the Control Pad and holding it until your skater gets off the board. Then press and hold down the A Button to run. Press ← or → on the Control Pad to "steer" your skater when you run. Press the B Button to jump back on your board. You can link tricks together by doing a "run out." While in a trick link, jump by pressing the B Button. While in the air, press the A Button twice quickly. You'll now be in running mode and have five seconds to start another trick by pressing the B Button and then the trick you want to perform. Running is also useful for exploring areas that you're not allowed to skate in yet.

4.4

MAIN MENU

The Main Menu presents you with six options that will help you select what kind of game you want to play. Use ↑ and ↓ on the Control Pad to scroll through the menu. When your selection is highlighted, press the A Button to continue. Use the B Button to return you back to a previous menu. Check on-screen button prompts to see all available options.



STORY MODE

Start out as a 14 year-old kid with no skating experience. The goal in Story Mode is to learn tricks, gain respect, earn money and eventually make it into the pro circuit. As you progress, you'll unlock new levels and professional skaters to play with.

ARCADE MODE

Choose a professional skater that you've unlocked and skate with the pro in any level you've unlocked. Once in the level, the goals that you need to accomplish will be displayed.

FREE SKATE MODE

Skate as an unlocked professional skater and explore the levels you have access to.

HEAD-2-HEAD MODE

Skate head-to-head with another skater. You can play Hotseat games while sharing one Game Boy" Advance system. Both players must have a Game Boy" Advance system, a copy of THUG™ and a Game Boy" Advance Game Link" Cable to skate when playing linkplay games. (Please see page 36 for linking information.)

H.O.R.S.E. is played as a Hotseat game (no Game Boy" Advance Game Link" Cable is used; the
Game Boy" Advance system is passed to the next player when the first player has finished
his/her round).

In H.O.R.S.E., the objective is to get a bigger combo score than the previous skater. The first player to get a lower score on a single combo line gains a letter in the word "H.O.R.S.E." Once a player has collected all five letters, they lose.

 King of the Hill is a linkplay game (Game Boy[®] Advance Game Link[®] Cable required).

Find the crown placed in a random spot in

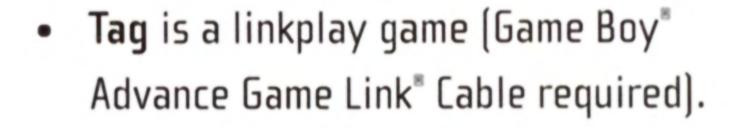
the level. Once the crown is found, the skater who keeps the crown for the longest period of time is the winner. You can lose the crown by getting tagged or by bailing.

The skater with the longest trick combo line will slow the other player down. So keep possession of the crown while you continue doing tricks.



 Trick Attack is both a Hotseat (no Game Boy* Advance Game Link* Cable is used) and a linkplay game (Game Boy* Advance Game Link* Cable required).

In Trick Attack mode, the object is to gain a higher overall score than your opponent. After a timed run, the skater with the most points wins.



Tag is quite similar to King of the Hill but there's no crown, so you're not penalized for bailing. The other difference is that the only skater that can slow the other down is the one who is currently "it."

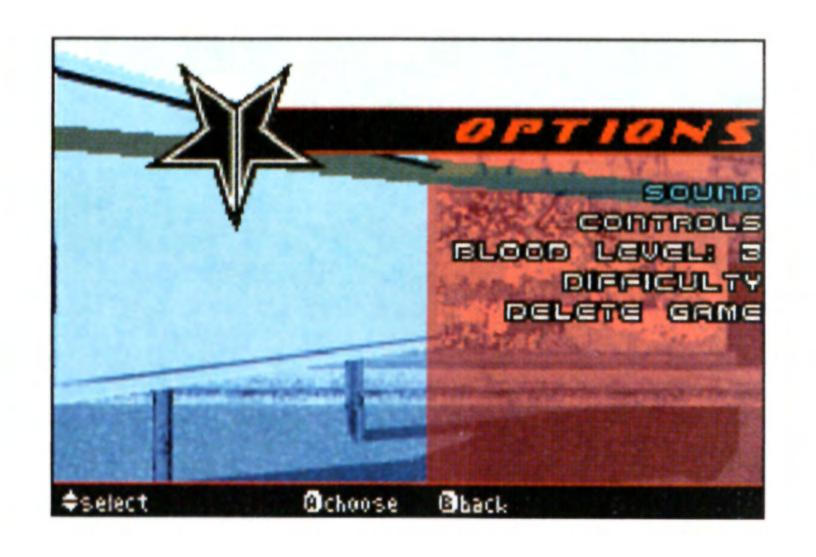


- Scavenger is a linkplay game (Game Boy* Advance Game Link* Cable required).
 In this mode, compete to see who can accomplish the goals from Arcade Mode the fastest. The first skater to beat a goal gets the credit for it, and the one with the most goals completed within the set time limit wins.
- Cart Racing is a linkplay game (Game Boy" Advance Game Link" Cable required).
 In this mode, you'll climb into a shopping cart and race head to head against a friend through the checkpoints in a chosen level. The first person to collect all of the checkpoint stars wins!

OPTIONS

Sound: Use this option to change the levels of the sound effects and music.

Controls: Use this option to customize your controls.



Blood Level: Use this option to decrease the amount of blood shown when your skater bails.

Difficulty: Use this option to select the difficulty level of the game.

Delete Game: Use this option to delete a saved game.

Credits: Choose this option to see all the people who made the game.

Cheats: Use this option to select any cheats you have unlocked.

SKATE SHOP

Here you have a number of options. You can change your deck, use the board editor to create your own customized deck, edit your specials, buy gear, change your outfit, view your stats or check out the scoreboard to see the high scores and a number of different gaps for each level.

See the section on Money to learn how money is used, earned and spent in the Skate Shop and other areas.

MONEY

In Story Mode, earn money to upgrade your gear and participate in competitions.

Goals: You can earn cash by completing goals. Goals are available throughout the game.

Competitions: There are competitions at the end of certain levels. There is a fee to enter each of the competitions, but if you place, you win big money. If you don't have enough money to enter a competition, you can go back to any H.O.R.S.E. goal to gain more money since H.O.R.S.E. games are always open once you find them.

BUYING GEAR

Helmets & Pads: You can buy helmets and pads to help protect you when you bail. There are options for buying worn, used or new gear. The newer the gear, the more expensive it is, but it protects you more.



Candy Bar: You can buy candy bars to give your health a 10% boost.

Note: You cannot go above 100% health.

Nutrient Bar: Nutrient bars can be purchased to give you a 20% boost to your health.





Energy Drink: You can purchase energy drinks to boost your health by 30%.

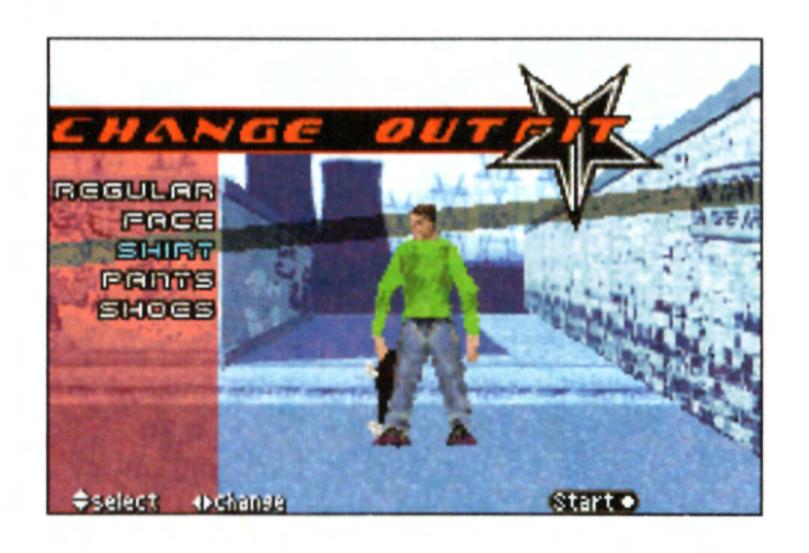


CREATE-A-SKATER

Begin Story Mode to create your own skater. You choose the gear, then build on your skater's skills by skating through the levels.

Sex: Select the skater's gender.

Stance: Choose Regular or Goofy.



Face: Select your skater's face.

Shirt: Select a shirt style.

Pants: Toggle between pants and shorts.

Shoes: Select between different types of shoes.

Note: Activision Customer Support cannot troubleshoot user-made skaters.

STAT METERS

As you practice tricks and build up your combos, your stats will improve. You'll see an icon indicating that your stats are increasing. As your stats get higher, new tricks will become available. You'll see a message giving you the new trick's name and how to pull it off.



SCORING

Doing a trick the first time will give you 100% of the points for it. Each subsequent time you pull off that same trick in a combo or during a timed goal, your score decreases as the table indicates. In Free Skate Mode, your score for a trick will decrease subsequent times it's pulled off only if the trick's performed during the same trick combo.

1st	100%	180°	1.5x
2nd	75%	360°	2.0x
3rd	50%	540°	3.0x
4th	25%	720°	4.0x
5th (and above) 10% 900		900°	6.0x

Adding spins to your moves introduces a multiplier. With each 180° spin, your score multiplier goes up. The bigger the multiplier, the bigger the score!

Grabs have a base score associated with them, however they can be held for a longer time for additional points.

THE SPECIAL METER

In the top left corner of the screen below your score, you'll see the special meter. Bust tricks without bailing to bump up your special meter. Once your special meter is full it'll flash, letting you know you can pull off special moves and flatland tricks (if unlocked).



HEALTH METERS

In the top right corner of the screen below the time of day, you'll see two bars. The top bar represents your skater's health and the bottom bar represents your protective gear's "health." The bar for your gear's health will be empty until you purchase some protective gear from the Skate Shop. Protective gear will keep your health from decreasing as much as it normally would when you bail. Once you run out of health, you'll be taken out of commission for awhile. You'll go back to the starting point of the level and some time will pass as you recover. When fully protected and fully healthy, both health meters will be full and red.

GETTING GOALS.

In Story Mode, skate up to people with stars over their heads and press the **L** Button to talk to them. By completing goals, you unlock new areas and new levels. When a new level is unlocked, find the Warp to advance to that level.



SAVING THE GAME

As you skate around levels in Story Mode, you'll see the Save icon 💥. Skate into the icon and you'll be prompted to save your game.



THE PAUSE MENU

Continue: Select Continue to resume the game.

Change Level: Select this option to change the level you're playing to another level that you've already unlocked.



Skater Progress: Select this option to view your skater's current stats, tricks learned or goals completed.

Options: Choose Options to adjust the sound options or to put your game into sleep mode.

Skate Shop: Select this option to enter the skate shop.

Quit: Select this option to go back to the Main Menu.

THE PROS

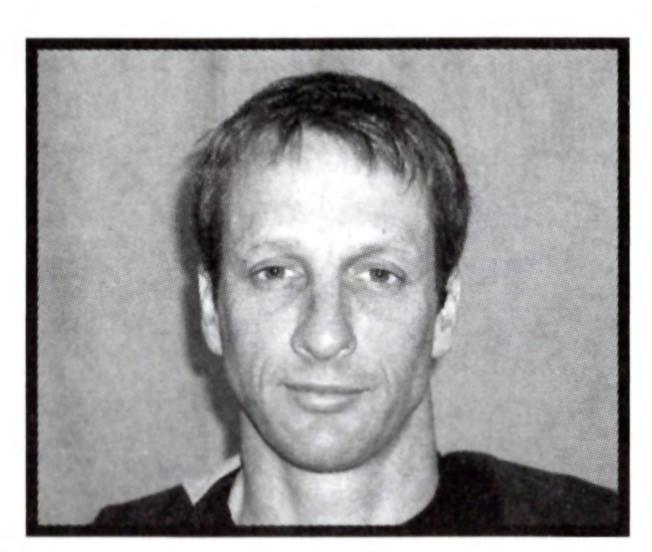
TONY HAWK

Hometown: San Diego, CA

Resides: Carlsbad, CA

Stance: Goofy

A household name, Tony Hawk is the best known Action Sports athlete in the world. Almost single-handedly, he's opened the door to a whole new attitude in competitive sports. And he did it with a smile. All that fame hasn't gone to his head. He's still a good guy who happens to be able to do a 900°. And he stays on top by continually going farther with new tricks and new records.



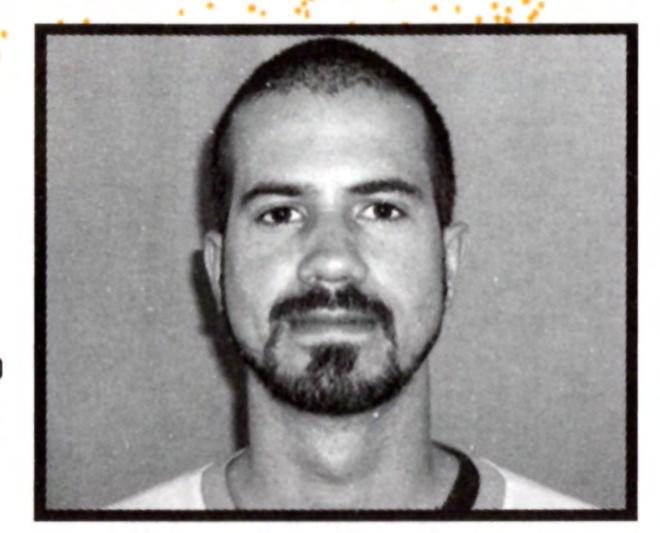
BOB BURNQUIST

Hometown: Rio de Janeiro, Brazil.

Resides: Sao Paulo, Brazil

Stance: **Regular**

Fluent in Portuguese and switchstance, Bob Burnquist won't accept the status quo. He keeps pushing himself to do more, no matter what the cost. Originally from Rio de Janeiro, Burnquist has easily made the transition to North American and world professional skater. Can you do a Burntwist?



BAM MARGERA

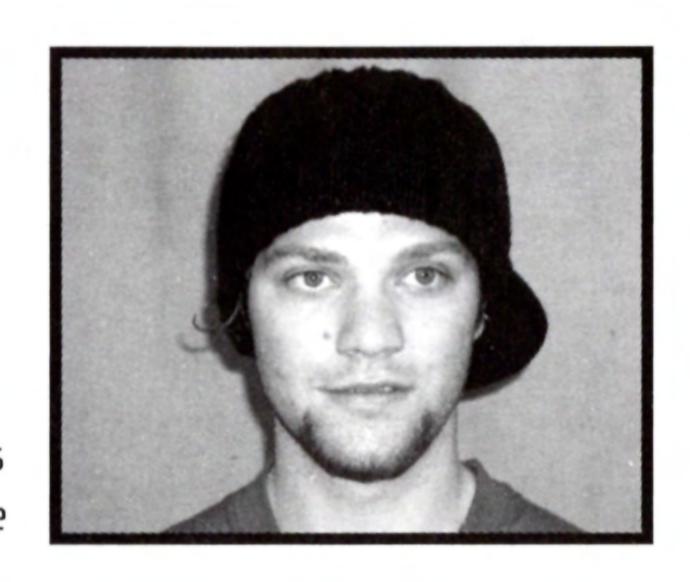
Hometown: Philadelphia, PA

Resides: West Chester, PA

Stance: **Regular**

This guy's got a following you wouldn't believe. His take no prisoners skating makes Bam a real poster boy for America's youth. Let's just hope he stays out of the teen mags and stays on the tour. Bam Margera is young, strong and can slam on the board. Keep an eye out for his movies and videos.

What's another way to say donkey?



BUCKY LASEK

Hometown: **Baltimore**, **MD**

Resides: Carlsbad, CA

Stance: **Regular**

Bucky's made a name for himself and christened quite a few tricks in his impressive career. He doesn't need smooth bowls and perfect pipes—he can trick off anything you've got no matter how hard or how high. Skateboarding Mecca Carlsbad, CA is lucky they've got Bucky.



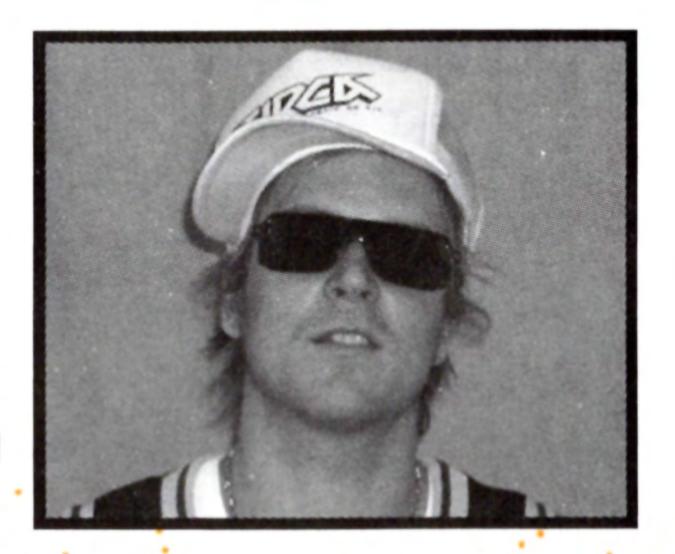
CHAD MUSKA

Hometown: Loraine, OH

Resides: Woodland Hills, CA

Stance: Regular

He's no wallflower. Muska is out there and running with the top dogs in skating—and practically everything else. Great at meeting and greeting, he's near perfect at on-board shredding and hard core tricks. Watch for him in videos, music and schmooze-fests. You won't be disappointed; Muska's always red hot.



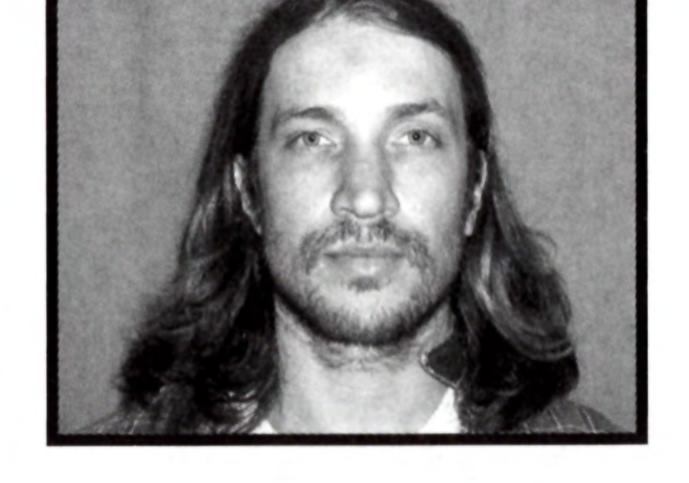
JAMIE THOMAS

Hometown: Dotham; AL

Resides: **Encinitas**, **CA**

Stance: **Regular**

Shove. Shove harder. Keep shoving 'till the boundaries of 'what can be done on a skateboard' are destroyed. Jamie Thomas doesn't believe in "can't." He laughs at "impossible." There's no rail or gap in the world that he won't conquer. This is a skater for the new millennium. He's going to lead us where no one has gone before.



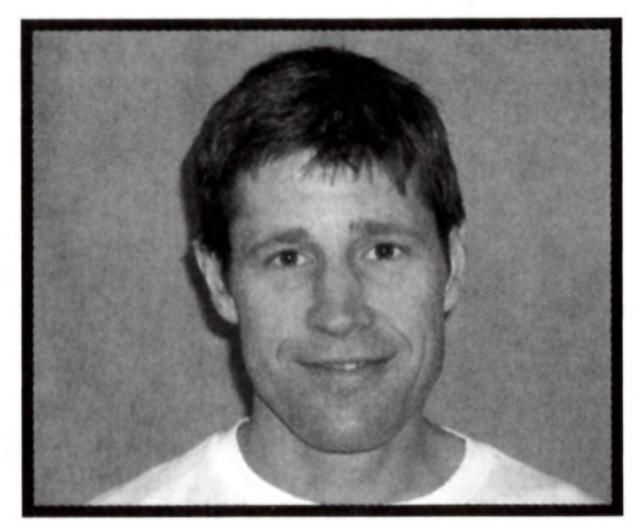
RODNEY MULLEN

Hometown: Gainesville, FL

Resides: Hermosa Beach, CA

Stance: **Regular**

He's built a foundation for street skating with scores of world titles. If you want to become a street skater, you've got to study the basics. Rodney Mullen wrote the book and named many of the tricks that are today's mainstays in competition. If there's something he can't do with a street and a skateboard, we don't know about it.



ERIC KOSTON

Hometown: San Bernardino, CA

Resides: Hollywood, CA

Stance: **Goofy**

Eric Koston: a professional skater that owns the hearts and minds of fans everywhere. His skills are mad: always new, always smooth and always terrific. Show him a new trick and he'll bust it—better. His moves are liquid. Koston makes proskating look like child's play.

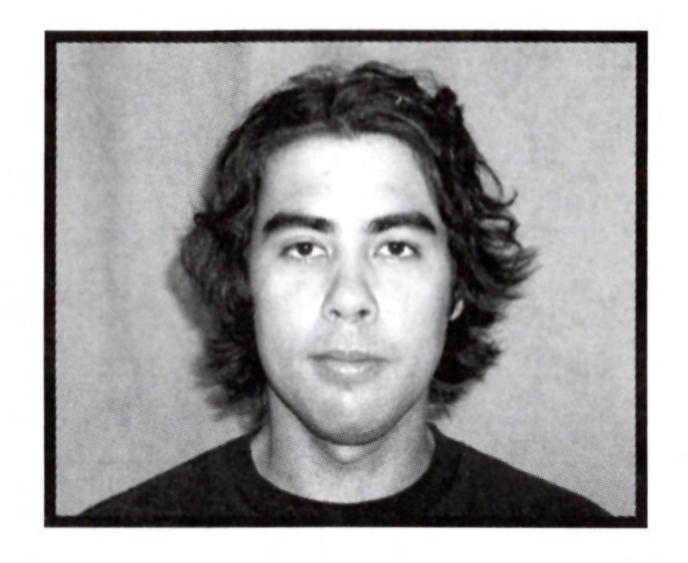


Hometown: Fort Myers, FL

Resides: Huntington Beach, CA

Stance: Regular

A picture's worth a thousand words, and this skater's picture-perfect. She rises above the preconceptions about street boarding and blows the competition away. Sick tricks, big air and hard knocks—that's what skating's about. Steamer's her name, and powerhouse boarding's her game.





GEOFF ROWLEY

Hometown: Liverpool, England Resides: Huntington Beach, CA

Stance: Regular

Hailing from the land of Big Ben, Geoff Rowley moved to California to try and find some competition. He's still looking. What do you expect? It's near impossible to go up against this psycho street shredder. Sharp edges and stone slabs don't scare him away from some of the most captivating street tricks ever performed. Rowley doesn't need a pro event to top the charts. He does it down on the streets.

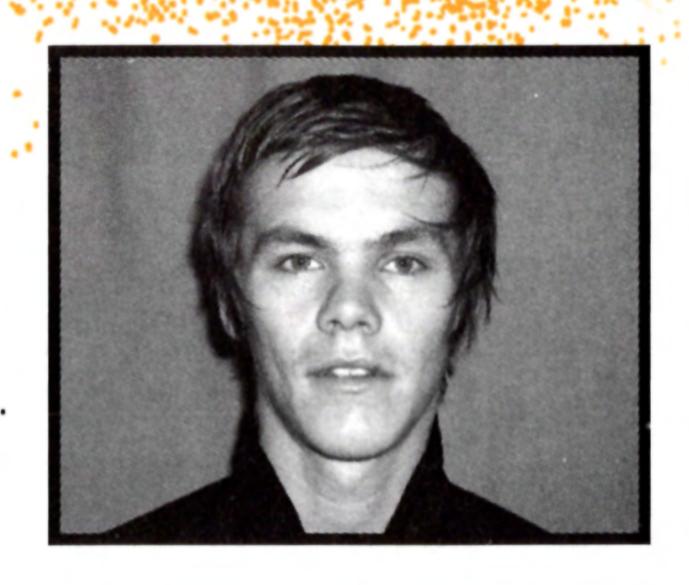


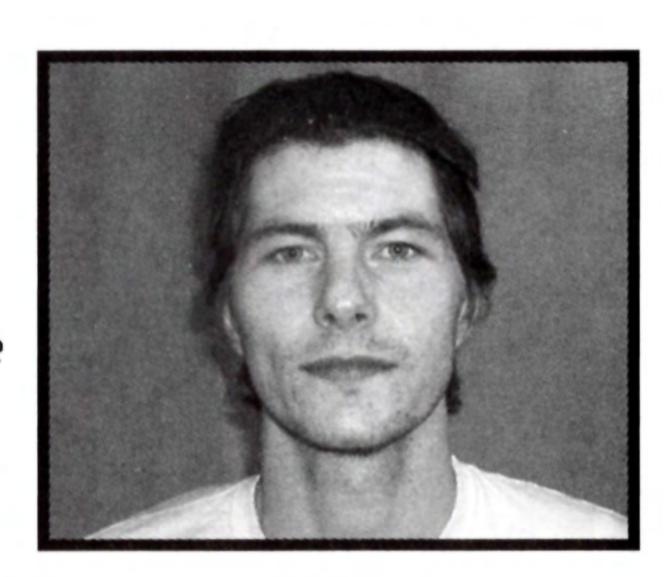
Hometown: Copenhagen, Denmark

Resides: Costa Mesa, CA

Stance: Regular

A champion vert skater, Rune Glifberg left Denmark to join the pro circuit. And he's one of skating's most versatile professionals. He gets sick air on pipes, but he shines everywhere else you can roll a skateboard. Be it on the street, up the rails or anywhere else, Rune Glifberg is the real deal.





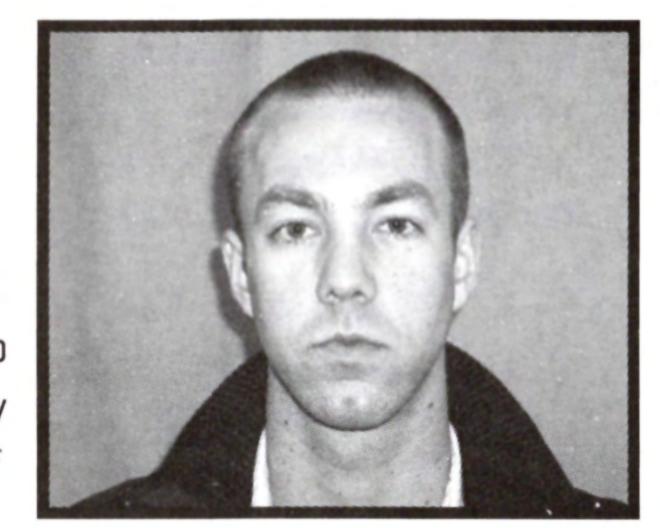
ANDREW REYNOLDS

Hometown: Lakeland, FL

Resides: Huntington Beach, CA

Stance: **Regular**

It's a bird! It's a plane! It's Turtle Boy! No need to duck when this superhero takes flight. Andrew Reynolds made his way up the ranks with big air. I mean BIG AIR. Reynolds defies gravity with his street heights and rail flights. He raises the limits of pro boarding's air possibilities.



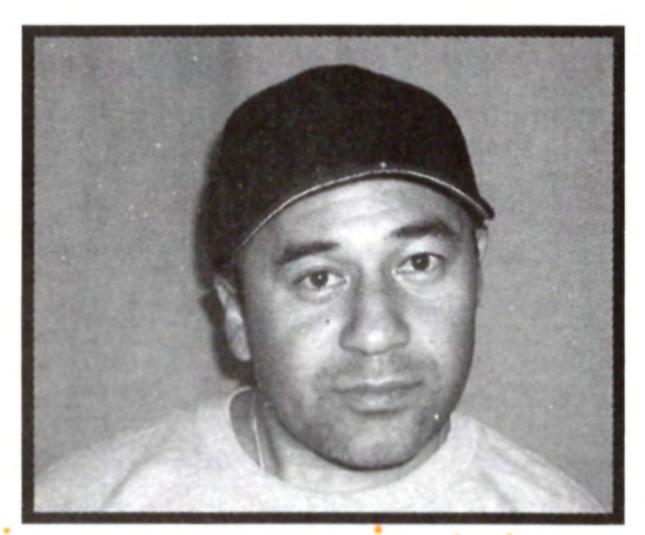
STEVE CABALLERO

Hometown: San Jose, CA

Resides: San Jose, CA

Stance: **Goofy**

He has the maturity of a Zen master and the enthusiasm of a kid with a new toy. Steve Caballero has been around the block. And down the stairs. And over the pipe. Caballero invented some of pro boarding's signature moves in his long and illustrious career. He's a year-round skater who rips on all terrain—street, vert and parks. If you get a chance to see this patriarch ride, take notes.



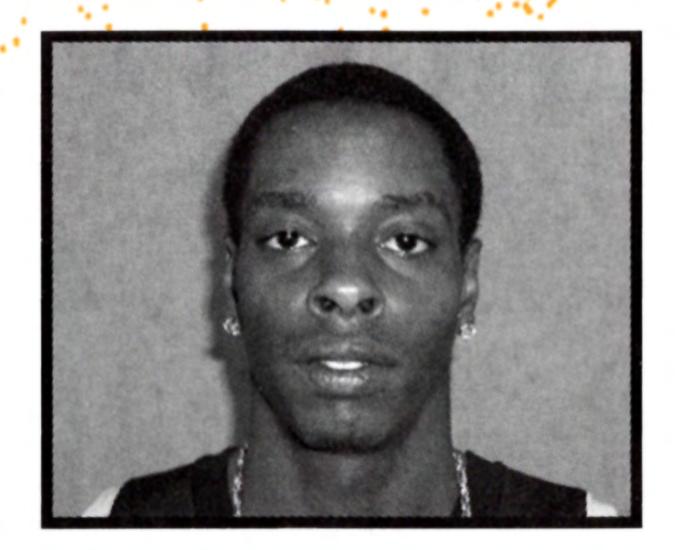
KAREEM CAMPBELL

Hometown: Harlem, NY

Resides: Los Angeles, CA

Stance: Regular

An authentic big city skater with smooth moves and smart tricks, Kareem Campbell is a man to watch for. He may be ripping up the subways of New York City or tearing around the beach towns of Southern California. Wherever, whatever. Campbell knows his moves and keeps it real. He's not in it for looks. His moves are authentic urban pro skating at its finest.



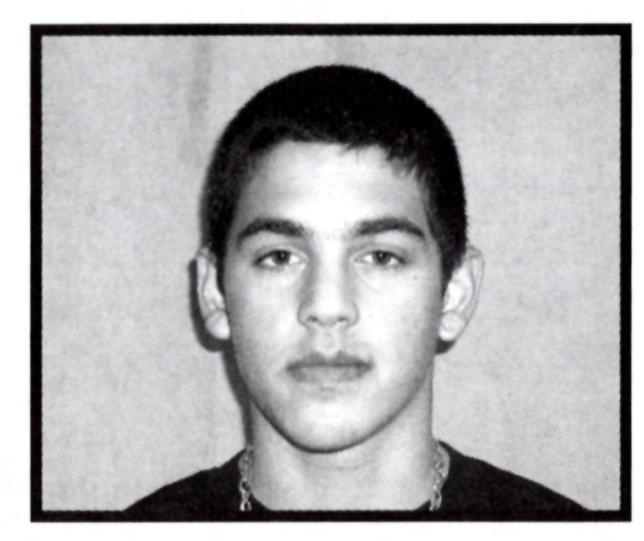
PAUL RODRIGUEZ

Hometown: Los Angeles, CA

Resides: Los Angeles, CA

Stance: **Regular**

Paul Rodriquez represents the future of skateboarding to many of his peers and fans. His ability to execute switch tricks effortlessly is inspiring and rivaled by few. Paul's impressive street skating made him victorious at Eric Koston's



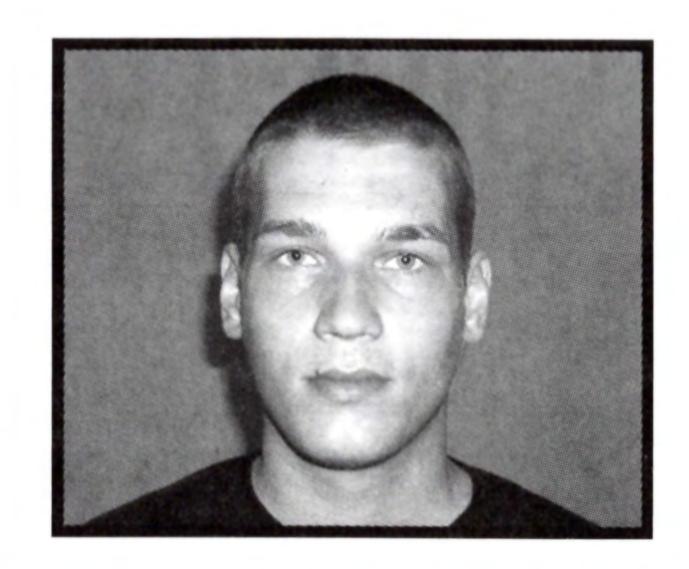
"Game of Skate" challenge in which Paul went up against seasoned street veterans including Koston himself in the final round. At only eighteen years of age, Paul has already established himself as a threat on the pro tour.

ARTO SAARI

Hometown: Seinajoki, Finland Resides: Huntington Beach, CA

Stance: Regular

Arto Saari came to the United States from Finland to put his skills to the test against the best pros on the planet. Not was he able to meet the challenge, Arto was able to place himself among the skaters that inspired him to make the journey. Pushing the limits of street by busting over HUGE gaps and sticking crazy handrails, Arto has truly found a home in America surrounded by his peers.



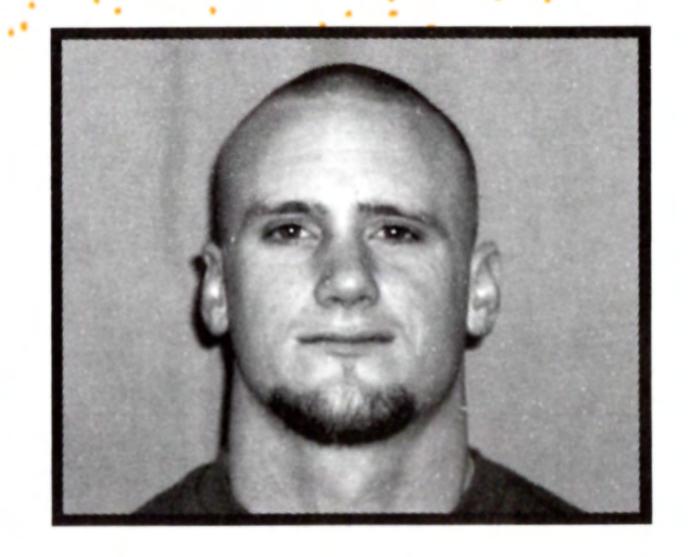
MIKE VALLELY

Hometown: Edison, NJ

Resides: Long Beach, CA

Stance: Regular

Mike V. has been going big and charging hard as a pro for seventeen years. His jaw-dropping demos continue to dazzle and amaze audiences. Mike V. also has been writing and self-publishing his books since 1989, not to mention he's a musician, songwriter and at one time he even wrestled professionally. From vert to street, Mike excels at everything he does, making him a true renaissance man.

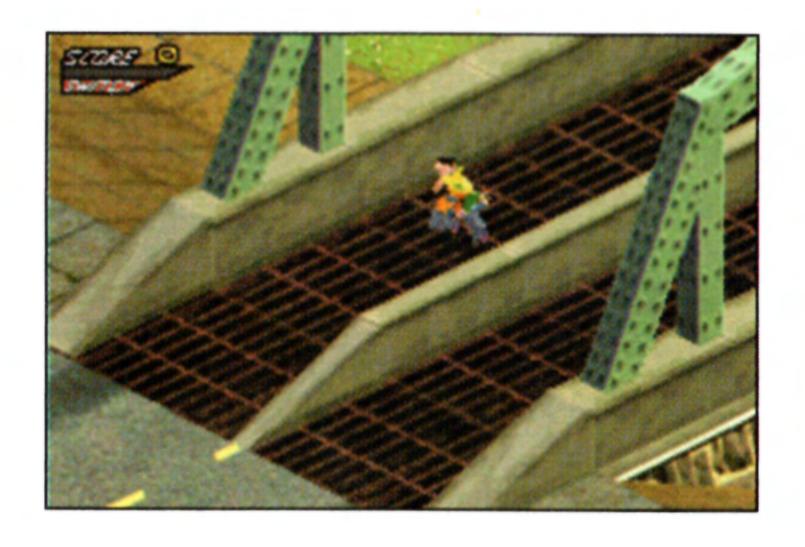


THE LEVELS

NEIGHBORHOOD

(New Jersey—14 years old)

Tony Hawk's Underground starts out in a suburban area in New Jersey on the east coast of the United States. This area is split up into several sections of the skater's neighborhood and a few surrounding blocks. Meet as many neighbors as possible—homeowners will not allow just anyone to skate in their driveway or backyard. Make friends and run around in places that you can't skate in yet!



Places to check out: You'll find your way to other areas by completing goals and finding warp arrows that mark the entrance to these new areas. In New Jersey, you can explore the Mall and the Warehouse. The Warehouse is an old school level that's been brought back and redone for THUG."

THE CITY (New York—16 years old)

You can go to the city once you've aged a couple years and gained the respect of most the neighborhood. You'll start off in Battery Park and be able to work your way to the Bronx and the Hangar. Watch out where you skate. Some people might not like you skating on their turf.



Places to check out: The Hangar is another old school level that's been brought back and redone for THUG, so make sure to check it out.

THE WEST COAST (Santa Monica & San Diego— 18 years old)

At this point, you'll find yourself moving to the west coast to learn West Coast Style for your sponsor. The west coast is more difficult than the



east coast with large gaps, high rails and huge lines. You'll start off in Santa Monica and then explore Hollywood, eventually working your way to San Diego, the birthplace of the man himself, Tony Hawk.

PRO COMPETITION LEVEL (20 years old)

This level is not broken up into sections like the other areas; it's timed to push you to bust wicked combos. The Pro Competition is an all-around contest held at a premiere skate park. Skaters come from all over and try to prove themselves to be the best. Skate lines are everywhere, but not always easy to see—being creative gets the highest scores here. Win gold in this competition and nothing can stop you!



LINKING GAME BOY® ADVANCE GAME LINK® CABLES

WHAT YOU'LL NEED

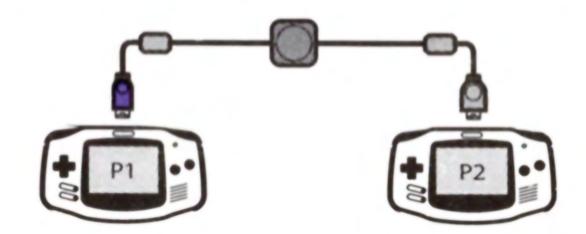
- Two Game Boy[®] Advance systems (one for each player).
- One Tony Hawk's Underground Game Pak per Game Boy® Advance system.
- One Game Link[®] cable.

LINKING THE CABLES

- 1. Check that the POWER switch on each Game Boy® Advance system is set to the "OFF" position. Insert a Game Pak into each Game Boy® Advance system.
- Link the Game Link® cable to each Game Boy Advance system, making sure that the host has the smaller of the Game Link® cable ends plugged in to his or her Game Boy® Advance system.
- 3. Turn the POWER switch on both Game Boy® Advance systems to the "ON" position.

Please refer to the following diagram for the correct linking configuration.

Proper Connection Scheme Diagram



Important Warning

You may experience communication failures and other problems if any of the following occur:

- Use of a cable other than the Game Boy" Advance Game Link" cable.
- Failure to securely plug the Game Link® cable into the Game Boy® Advance system.
- Unplugging Game Link® cables from one or more Game Boy® Advance systems before the communication process is complete.
- Failure to connect the Game Link® cables to the Game Boy® Advance systems as shown in the diagram.

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. . . .

ALL OF THE BAD A** SKATERS IN THE GAME

Tony Hawk Bob Burnquist Steve Caballero Kareem Campbell Rune Glifberg Eric Koston Bucky Lasek Bam Margera Rodney Mullen Chad Muska Andrew Reynolds Paul Rodriquez Geoff Rowley Arto Saari Elissa Steamer Jamie Thomas Mike Vallely

CREATIVE AGENCY Imagewerks

MANUAL DESIGN & LAYOUT

Ignited Minds, LLC

MUSIC

A Day At The Races
Featuring Percy P and Big Daddy Kane
Produced by Cut Chemist
Lyrics written and performed by Big Daddy Kane,
Percy P., Akil, Chali 2na, Zaakir (Soup), Marc 7
[D. Givens, M. Potsic, C. Stewart, C. Henderson, L. Macfadden,
M. Stuart, A. Hardy, J. Simon, D. Axelrod)
Published by Inshallah Music (ASCAP),
DJ Nu-Mark Music (BMI), Manphibian Music (ASCAP), Najla Music
(ASCAP), Upper Cut Music (ASCAP), Macari & Me Music (ASCAP),
Mamawaulde Music (ASCAP), Inspectedandapproved Music
(ASCAP), Morley Music Co. (ASCAP)

Recorded at Log Cabin Studios by DJ Nu-Mark
Mixed by Troy Staton and Cut Chemist at Ameraycan Studios.
Assistant Engineer- Kent Hitchcock
Contains excerpts from "Urizen" written by David Axelrod
published by Morley Music Co. (ASCAP) as performed by
David Axelrod, used courtesy of Capitol Records.

SEND CORRESPONDENCE FOR TONY HAWK TO:

Tony Hawk Fan Club 31878 Del Obispo, Suite 118-602 San Juan Capistrano, CA 92675 Or visit: www.tonyhawk.com

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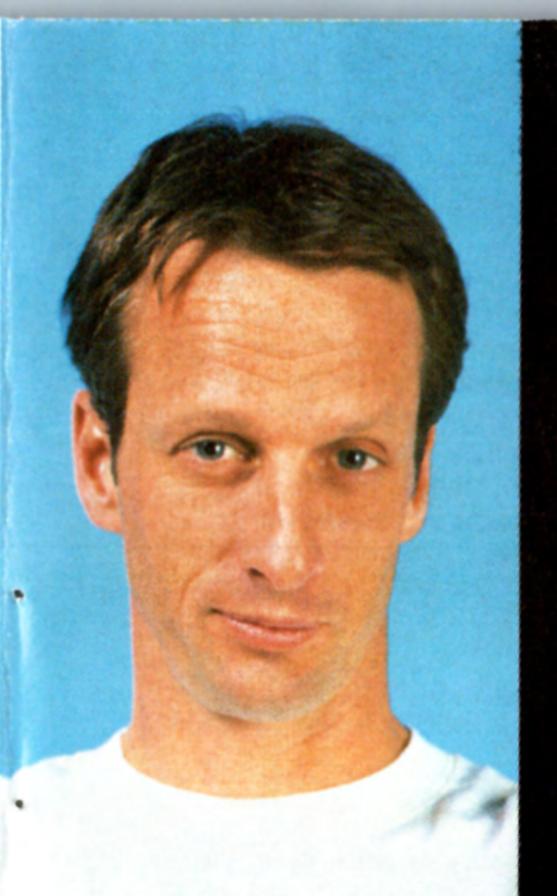
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